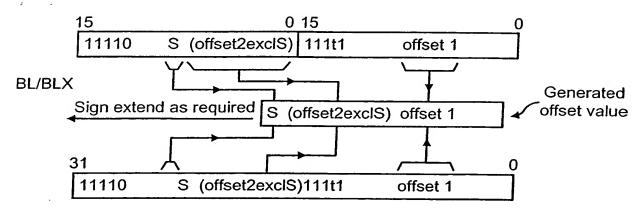


FIG. 1 PRIOR ART



t= 1: BL (= call thumb) t= 0: BLX (= call ARM)

FIG. 2 PRIOR ART

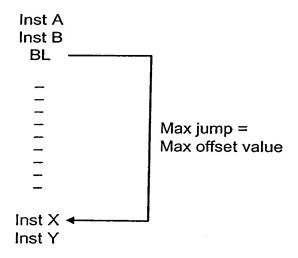
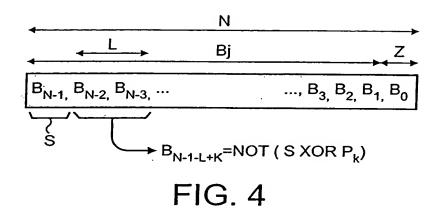


FIG. 3



Address offset generating instruction 11110 S {offset[N-4:M]} 11P₁ tp₀ {offset[M-1:Z]}

FIG. 5

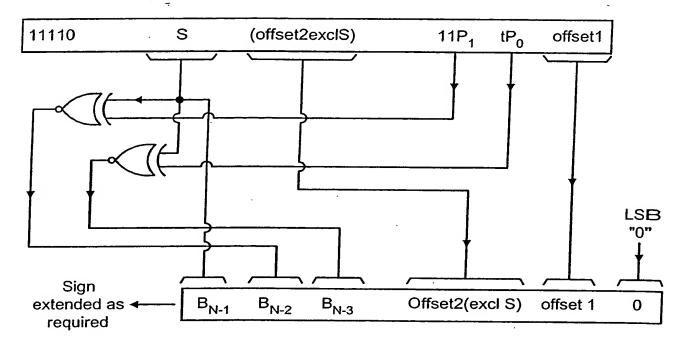


FIG. 6

S	P ₁	P ₀	B _{N-1}	B _{N-2}	B _{N-3}
0	0	0	_	A	_
0	0	1	-	В	_
0	1	0	-	С	-
0	1	1	0	0	0
1	0	0	-	D	-
1	0	1	-	Ε	-
1	1	0	-	F	-
1	1	1	1	1	1

{A,B,C,D,E,F} is a permutation of {001,010,011,100,101,110}

FIG. 7

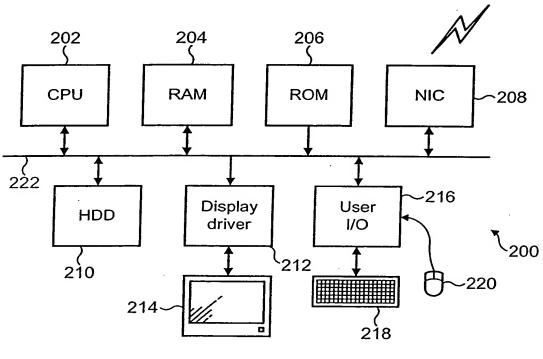


FIG. 8